

(7) Communication test

- This test is used to confirm gun's VR-X (horizontal swing) and VR-Y (vertical swing) amount during communication condition.

- Pressing the test switch will return to menu screen.

1) Set both screens' "LINK PLAY" to ON at configuration function. (See page 16 to 18)

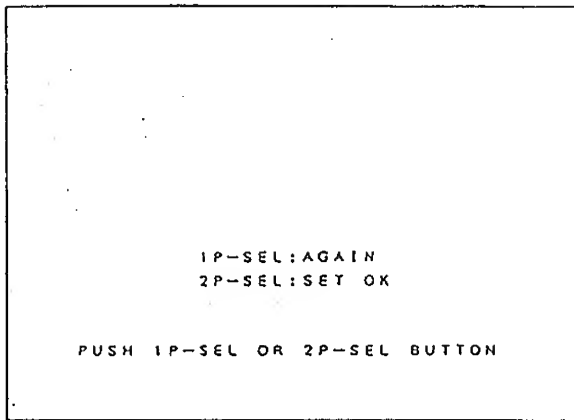
2) Set 1P, 2P screen as "0" and 3P, 4P screen as "1" at ID number setting. (See page 16 to 18)

3) Save above settings, then re-start power.

4) Move cursor to "COMMUNICATION TEST" title on "TEST MODE MENU" and simultaneously pull both triggers or press both bomb buttons of red and blue teams (ie: 1P and 3P triggers or 1P and 3P bomb buttons); the screen then enters the test operation mode.

5) When volume level of each gun can be seen on both screens, all tests are completed.

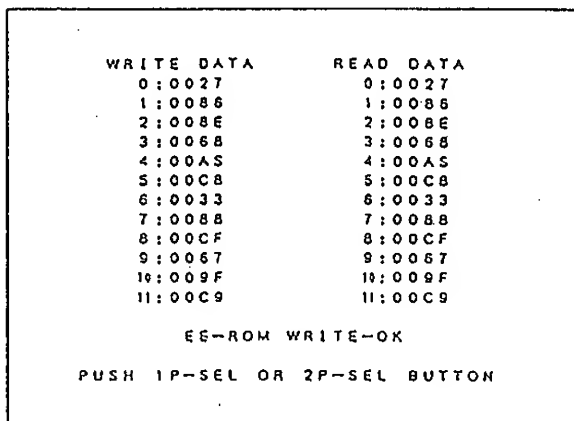
- Re-start power to return the Gunbuster to the demonstration screen.



3) Store correction by pressing 2P (or 4P) start button.

- Press 1P (or 3P) start button to clear just matched lay and the screen returns to the initial display.

4) These data are now stored. Press any of start buttons to return to the menu screen.



#### (6) Factory settings

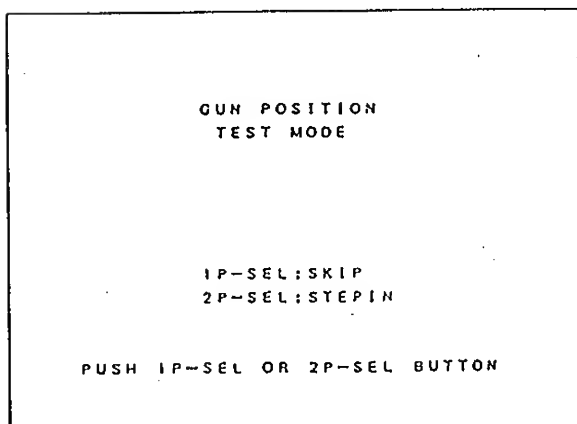
- This function is used to reset all data to initial settings from the factory.
  - After resetting, ID number settings turn to "0" so that "1" is set for 3P and 4P side.
- Select YES or NO using either joystick and confirm by pulling the trigger or bomb button. The screen returns to menu display.

LINK PLAY	* ON	Communication, yes or no. Note 1
	OFF	
ID NUMBER	* 0 (1P, 2P side screen)	Sound at demonstra- tion screen, yes or no.
	* 1 (3P, 4P side screen)	
ATTRACT SOUND	* ON	Vibration of guns, yes or no.
	OFF	
GUN VIBRATION	* ON	Intrusion fight mode yes or no.
	OFF	
BUY-IN	* ON	
	OFF	

Note 1: This is used to set the communication mode of the red team and the blue team.

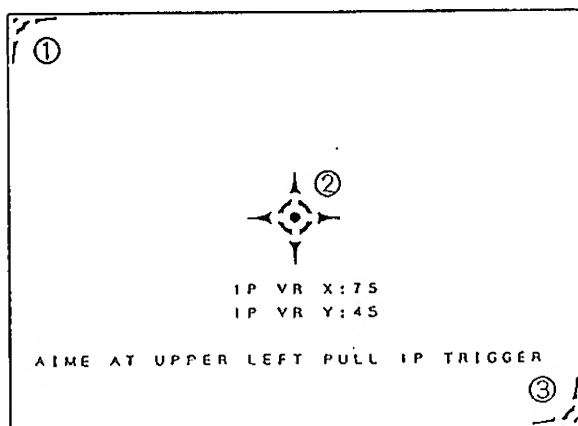
#### (5) Gun adjustment

- This is used to correct the deviation of gun lays.  
Correct for red team screen (for 1P and 2P) and blue team screen (for 3P and 4P) individually.



1) To move to next screen, press 2P or 4P start button.

- To return to menu screen press 1P or 3P start button.



2) Match 1P (3P) gun lay in order of (1) to (3) and pull trigger.

Next, match 2P (4P) gun lay in same procedure.

Then the screen turns to the next stage.

- 1) Move either joystick back and forth to select required item, and change setting contents moving the joystick left or right. Then press the test switch to confirm change.
- 2) The screen asks "SAVE MODIFY DATA ARE YOU SURE? YES. NO." When you want to store data after adjustment, move cursor to "YES." When you do not want to store data, move cursor to "NO." Then pull the trigger or press the bomb button to confirm this selection.

(" \* " means initial setting at delivery)

PLAY COIN	*1 COIN / 1 CREDIT	Setting of playing fee and credit.
	2 COINS / 1 CREDIT	
	3 COINS / 1 CREDIT	
	4 COINS / 1 CREDIT	
	1 COIN / 2 CREDITS	
	2 COINS / 2 CREDITS	
	3 COINS / 2 CREDITS	
	4 COINS / 2 CREDITS	
	1 COIN / 3 CREDITS	
	2 COINS / 3 CREDITS	
	3 COINS / 3 CREDITS	
	4 COINS / 3 CREDITS	
	1 COIN / 4 CREDITS	
	2 COINS / 4 CREDITS	
	3 COINS / 4 CREDITS	
	4 COINS / 4 CREDITS	
CONTINUE COIN	* SAME PLAY COIN	Setting of continuous play.
	1 COIN	
	2 COINS	
	3 COINS	
	4 COINS	
DIFFICULTY	EASY	Selection of game level.
	* NORMAL	
	HARD	
	VERY HARD	
TIMER	* 1 COUNT 1.0 SEC	Setting time for one play time.
	1 COUNT 1.1 SEC	
	1 COUNT 1.2 SEC	
	1 COUNT 0.8 SEC	
	1 COUNT 0.9 SEC	

### (3) Sound test

- This test is used to investigate the sound quality and to adjust the sound volume.
  - Pressing the test switch terminates this test and returns to menu screen.

1) Move the cursor using either joystick back and forth to select the required item, and change setting contents by moving the joystick right or left. Press the test switch to confirm settings.

2) The screen asks "SAVE MODIFY DATA ARE YOU SURE? YES. NO." When you want to store data after adjustment, move cursor to "YES." When you do not want to store data, move cursor to "NO." Then pull the trigger or the bomb button to confirm this selection.

### (4) Configuration

- This function is to set play fee and game contents.
  - Pressing the test switch terminates this function and returns to the menu screen.

C O N F I G U R A T I O N	
■ PLAY COIN	: 1 COIN / 1 CREDIT
CONTINUE COIN	: SAME PLAY COIN
DIFFICULTY	: NORMAL
TIMER	: 1 COUNT 1.0 SEC
LINK PLAY	: ON
ID NUMBER	: 0
ATTRACT SOUND	: ON
GUN VIBRATION	: ON
BUY-IN	: OFF
EXIT: PUSH TEST SWITCH	

### Test mode

- When a test switch inside each rejector door is pressed, the demonstration screen is interrupted and the menu screen appears.
  - Re-start power to return the monitor to the demonstration screen.
- For operation of test mode, use the guns and joysticks for 1P or 2P for "red team" screen, and use ones for 3P or 4P for "blue team" screen.
- Move the cursor using either joystick back and forth to select one of the test items and pull trigger or press bomb button to start test.
  - Pressing the test switch terminates the test and returns to the menu screen.

### (1) Monitor test

#### CROSS HATCH

- Display cross hatch.

This is used to adjust screen size, etc.

  - Pulling the trigger or pressing the bomb button once on either gun changes the display between cross hatch and color bar alternately.
  - Pressing the test switch returns to menu screen.

#### COLOR TEST

- This test displays four colored bars: red, blue, green, and white.

This is used to adjust the color of the screen

  - Pulling the trigger or pressing the bomb button once on either gun changes the display between cross hatch and color bar alternately.
  - Pressing the test switch returns to the menu screen.

### (2) Switch test

- This test executes an input test of each switch etc.
  - Pressing the test switch terminates this test and returns to the menu screen.

NEED  
James  
Lane

TABLE OF CONNECTOR TERMUNALS (GUN BUSTER G25 00694A)

## G-CONNECTOR (1P, 2P)

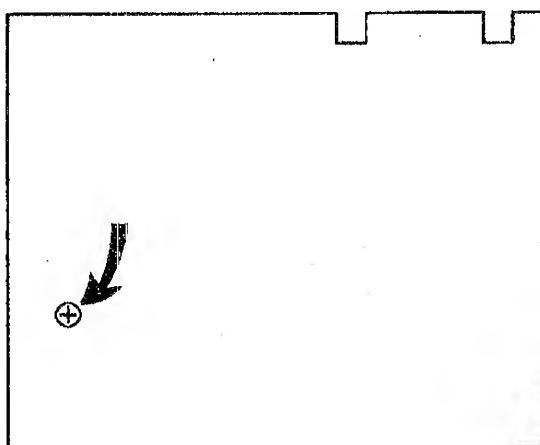
半田面		部品面	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
+13V	E	5	+12V
SP L	F	6	SP R
	H	7	LOCK OUT A
	J	8	COIN METER
POST	K	9	POST
	L	10	COIN SW A
TEST SW A	M	11	SERVICE SW A
1P LEFT	N	12	1P UP
2P GUN	P	13	1P START
2P BOMB	R	14	2P START
1P RIGHT	S	15	1P DOWN
2P UP	T	16	1P GUN
2P DOWN	U	17	1P BOMB
VIDEO G	V	18	VIDEO BL
VIDEO SYNC	W	19	VIDEO R
GND	X	20	VIDEO GND
2P RIGHT	Y	21	2P LEFT
2P VR-H	Z	22	1P VR-H
2P VR-V	a	23	1P VR-V
	b	24	LAMP A
2P MOTOR	c	25	2P SOLENOID
+24V	d	26	+24V
1P MOTOR	e	27	1P SOLENOID
24V GND	f	28	24V GND

## G-CONNECTOR (3P, 4P)

半田面		部品面	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
+13V	E	5	+12V
SP L	F	6	SP R
	H	7	LOCK OUT B
	J	8	
POST	K	9	POST
	L	10	COIN SW B
TEST SW B	M	11	SERVICE SW B
3P LEFT	N	12	3P UP
4P GUN	P	13	3P START
4P BOMB	R	14	4P START
3P RIGHT	S	15	3P DOWN
4P UP	T	16	3P GUN
4P DOWN	U	17	3P BOMB
VIDEO G	V	18	VIDEO BL
VIDEO SYNC	W	19	VIDEO R
GND	X	20	VIDEO GND
4P RIGHT	Y	21	4P LEFT
4P VR-H	Z	22	3P VR-H
4P VR-V	a	23	3P VR-V
	b	24	LAMP B
4P MOTOR	c	25	4P SOLENOID
+24V	d	26	+24V
3P MOTOR	e	27	3P SOLENOID
24V GND	f	28	24V GND

## NOTES :

- The potentiometer mounted on the PCB is not for controlling the sound volume. As this potentiometer is preset at the factory, don't touch it carelessly.



- NO DIP SWs are mounted on the PCB of this game (GUN BUSTER). Settings of the difficulty level and the coinage should be done on the test mode of the screen.





# PLAYER MOVEMENT

MOVE THE LEVER  
TO MOVE  
YOUR MAN.

FORWARD

LEFT

RIGHT

BACKWARD

# TURN

POINT THE GUN TO AIM.

TURN RIGHT

TURN LEFT

PULL  
THE TRIGGER  
TO FIRE.

PRESS  
THE BUTTON  
TO THROW  
A BOMB.

# FIRE

★ THE GAME IS OVER WHEN TIME RUNS OUT  
OR YOUR MAN IS KILLED.  
YOU MAY INSERT COINS WORTH UP TO 10 CREDITS.

G 3 5 0 0 4 5 0 A